

WEST Search History

DATE: Friday, April 14, 2006

Hide?	<u>Set</u> <u>Name</u>	<u>Query</u>	<u>Hit</u> <u>Count</u>
	<i>DB=PGPB,USPT,USOC,EPAB,JPAB,DWPI,TDBD; PLUR=YES; OP=OR</i>		
<input type="checkbox"/>	L23	L22 and optimal	13
<input type="checkbox"/>	L22	L21 and predetermin\$5	13
<input type="checkbox"/>	L21	L20 and select\$3 same shape	15
<input type="checkbox"/>	L20	L19 and optimal same pixel	15
<input type="checkbox"/>	L19	L17 and memory same reduc\$3	87
<input type="checkbox"/>	L18	L17 and desired and memory and primitive	0
<input type="checkbox"/>	L17	L15 and memory and primitive	120
<input type="checkbox"/>	L16	L15 and memory and desired same primitive	0
<input type="checkbox"/>	L15	pixel same pattern and primitive and optimal\$ and select\$3 same shape and memory	120
<input type="checkbox"/>	L14	L12 and primitive	33
<input type="checkbox"/>	L13	L12 and desired same primitive	0
<input type="checkbox"/>	L12	L11 and subsequent	33
<input type="checkbox"/>	L11	shape same optimal\$ and primitive and pattern and predetermin\$3 and memory	54
<input type="checkbox"/>	L10	345/533.ccls.	71
<input type="checkbox"/>	L9	345/546.ccls.	76
<input type="checkbox"/>	L8	345/531.ccls.	620
<input type="checkbox"/>	L7	345/440.ccls.	1064
<input type="checkbox"/>	L6	345/582.ccls.	884
<input type="checkbox"/>	L5	345/441.ccls.	973
	<i>DB=USPT; PLUR=YES; OP=OR</i>		
<input type="checkbox"/>	L4	6157384.pn.	1
<input type="checkbox"/>	L3	L1 and select\$3	0
<input type="checkbox"/>	L2	L1 and select\$3 and shape	0
<input type="checkbox"/>	L1	6222561.pn.	1

END OF SEARCH HISTORY

[Sign in](#)[Web](#) [Images](#) [Groups](#) [News](#) [Froogle](#) [Local](#) [more »](#)

optimal pixel pattern and selecting shape patte

[Search](#)[Advanced Search](#)
[Preferences](#)The "AND" operator is unnecessary – we include all search terms by default. [\[details\]](#)**Web** Results 1 - 10 of about 833,000 for **optimal pixel pattern and selecting shape pattern**. (0.47 seconds)**Scholarly articles for optimal pixel pattern and selecting shape pattern**[Feature Selection: Evaluation, Application, and Small ...](#) - by Jain - 359 citations[Optimal morphological pattern restoration from noisy ...](#) - by Schonfeld - 50 citations[Statistical Pattern Recognition: A Review](#) - by Duin - 731 citations**Keith Price Bibliography A.1. Hough transforms; structure matching ...****Optimal** Detection And Estimation Of Straight **Patterns**, T-IP(5), 1996, pp. ... Mixed Pixel

Classification With The Randomized Hough Transform, ICPR(B), pp. ...

iris.usc.edu/Old-Notes/rosenfeld/rosen1996115.html - 33k - [Cached](#) - [Similar pages](#)**[PDF] INTELLIGENT AND OPTIMAL NORMALIZED CORRELATION FOR HIGH- SPEED ...**File Format: PDF/Adobe Acrobat - [View as HTML](#)for a rotated and scaled **pattern** proved to be too slow for most vision ... Therefore, the number of computations required to **select** one **pixel** would be ...www.machinevisiononline.org/public/articles/Datacube_manickam.PDF - [Similar pages](#)**[PDF] Shape-Time Photography IEEE Computer Vision and Pattern ...**File Format: PDF/Adobe Acrobat - [View as HTML](#)IEEE Computer Vision and **Pattern** Recognition (CVPR), Madison, WI, June, 2003. ... sition, we need to **select** for display a **pixel** from one of the ...people.csail.mit.edu/billf/freemanw_shapetimeRef.pdf - [Similar pages](#)**[PDF] Slide 1**File Format: PDF/Adobe Acrobat - [View as HTML](#)centre, rotation of the **pattern** and the specimen tilt. **Select** Edit ... **Selecting** NoFit Parameters. The fibre disorientation and peak **shape** will depend very ...www.ccp13.ac.uk/software/Tutorial/FibreFixTutorial3.pdf - [Similar pages](#)**Characterizing GHOST proximity effect correction effectiveness by ...**For Gaussian **shaped** GHOST correction energy distributions, the worst-case **pattern** resembles a disk or a bull's eye. The **optimal** correction dose distribution ...link.aip.org/link/?JVTBD9/16/3256/1 - [Similar pages](#)**Pattern Recognition Letters, Volume 25****Selecting** the best hyperplane in the framework of **optimal** pairwise linear ... Automatic edge detection using 3 x 3 ideal binary **pixel patterns** and ...www.informatik.uni-trier.de/~ley/db/journals/prl/prl25.html - 89k - [Cached](#) - [Similar pages](#)**ACS pointing patterns**It is a parallelogram **pattern** designed for **optimal** half-pixel sampling in both ... This diagram shows how much this **pattern's shape** varies across the entire ...

www.stsci.edu/hst/acs/proposing/dither/ACS-WFC-DITHER-BOX.html - 22k -

[Cached](#) - [Similar pages](#)**Conference details - ASIS&T 2006 Information Architecture Summit**As society shifts from push to pull, findability **shapes** who we trust, ... Design **patterns** are a nice concept, but how do they fare in the real world? ...iasummit.org/2006/conferencedescrip.htm - 118k - [Cached](#) - [Similar pages](#)


[Subscribe \(Full Service\)](#) [Register \(Limited Service, Free\)](#) [Login](#)

 Search: ☒ The ACM Digital Library ☐ The Guide


[Feedback](#) [Report a problem](#) [Satisfaction survey](#)

Terms used

optimal pixel pattern and desired primitive and storage and memory

Found 42,205 of 175,083

Sort results by

☒ [Save results to a Binder](#)
[Try an Advanced Search](#)

Display results

☒ [Search Tips](#)
[Try this search in The ACM Guide](#)
☐ [Open results in a new window](#)

Results 1 - 20 of 200

Result page: [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [next](#)

Best 200 shown

Relevance scale ☐ ☐ ☐ ☐ ☐

1 [GPGPU: general purpose computation on graphics hardware](#)



David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn

 August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press

 Full text available: [pdf\(63.03 MB\)](#) Additional Information: [full citation](#), [abstract](#)

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

2 [Level set and PDE methods for computer graphics](#)



David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker

 August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press

 Full text available: [pdf\(17.07 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

3 [The elements of nature: interactive and realistic techniques](#)



Oliver Deussen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf

 August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press

 Full text available: [pdf\(17.65 MB\)](#) Additional Information: [full citation](#), [abstract](#)

This updated course on simulating natural phenomena will cover the latest research and

production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...


4 Three-dimensional medical imaging: algorithms and computer systems



M. R. Stytz, G. Frieder, O. Frieder

December 1991 **ACM Computing Surveys (CSUR)**, Volume 23 Issue 4

Publisher: ACM Press

Full text available:  [pdf\(7.38 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

Keywords: Computer graphics, medical imaging, surface rendering, three-dimensional imaging, volume rendering


5 Fast detection of communication patterns in distributed executions



Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Publisher: IBM Press

Full text available:  [pdf\(4.21 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

6 Compiling nested data-parallel programs for shared-memory multiprocessors



Siddhartha Chatterjee

July 1993 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 15 Issue 3

Publisher: ACM Press

Full text available:  [pdf\(4.17 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

Keywords: compilers, data parallelism, shared-memory multiprocessors


7 Real-time shading



Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  [pdf\(7.39 MB\)](#)

Additional Information: [full citation](#), [abstract](#)

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes.

Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

8 The Quadtree and Related Hierarchical Data Structures



Hanan Samet

June 1984 **ACM Computing Surveys (CSUR)**, Volume 16 Issue 2

Publisher: ACM Press

Full text available: pdf(4.87 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

9 Computing curricula 2001



September 2001 **Journal on Educational Resources in Computing (JERIC)**

Publisher: ACM Press

Full text available: pdf(613.63 KB) html(2.78 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

10 Point-based computer graphics



Marc Alexa, Markus Gross, Mark Pauly, Hanspeter Pfister, Marc Stamminger, Matthias Zwicker

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(8.94 MB) Additional Information: [full citation](#), [abstract](#), [citations](#)

This course introduces points as a powerful and versatile graphics primitive. Speakers present their latest concepts for the acquisition, representation, modeling, processing, and rendering of point sampled geometry along with applications and research directions. We describe algorithms and discuss current problems and limitations, covering important aspects of point based graphics.

11 Data clustering: a review



A. K. Jain, M. N. Murty, P. J. Flynn

September 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 3

Publisher: ACM Press

Full text available: pdf(636.24 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Clustering is the unsupervised classification of patterns (observations, data items, or feature vectors) into groups (clusters). The clustering problem has been addressed in many contexts and by researchers in many disciplines; this reflects its broad appeal and usefulness as one of the steps in exploratory data analysis. However, clustering is a difficult problem combinatorially, and differences in assumptions and contexts in different communities has made the transfer of useful generic co ...

Keywords: cluster analysis, clustering applications, exploratory data analysis, incremental clustering, similarity indices, unsupervised learning


12 Collision detection and proximity queries



Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  [pdf\(11.22 MB\)](#) Additional Information: [full citation](#), [abstract](#)

This course will primarily cover widely accepted and proved methodologies in collision detection. In addition more advanced or recent topics such as continuous collision detection, ADFs, and using graphics hardware will be introduced. When appropriate the methods discussed will be tied to familiar applications such as rigid body and cloth simulation, and will be compared. The course is a good overview for those developing applications in physically based modeling, VR, haptics, and robotics.

13 [Experience Using Multiprocessor Systems—A Status Report](#)



 Anita K. Jones, Peter Schwarz

June 1980 **ACM Computing Surveys (CSUR)**, Volume 12 Issue 2

Publisher: ACM Press

Full text available:  [pdf\(4.48 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)


14 [Computational strategies for object recognition](#)



 Paul Suetens, Pascal Fua, Andrew J. Hanson

March 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(6.37 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

This article reviews the available methods for automated identification of objects in digital images. The techniques are classified into groups according to the nature of the computational strategy used. Four classes are proposed: (1) the simplest strategies, which work on data appropriate for feature vector classification, (2) methods that match models to symbolic data structures for situations involving reliable data and complex models, (3) approaches that fit models to the photometry and ...

Keywords: image understanding, model-based vision, object recognition

15 [Projectors: advanced graphics and vision techniques](#)



 Ramesh Raskar


August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  [pdf\(6.53 MB\)](#) Additional Information: [full citation](#)

16 [Hardware: Hexagonal storage scheme for interleaved frame buffers and textures](#)



 Yosuke Bando, Takahiro Saito, Masahiro Fujita

July 2005 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS conference on Graphics hardware HWWS '05**

Publisher: ACM Press

Full text available:  [pdf\(703.31 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper presents a storage scheme which statically assigns pixel/texel coordinates to multiple memory banks in order to minimize frame buffer and texture memory access load imbalance. In this scheme, the pixels stored in a particular memory bank are placed at the center and the vertices of hexagons packed in the frame buffer. By making these hexagons close to regular so that the pixel placement is uniform and isotropic, frame buffer and texture memory accesses are evenly distributed over the m ...

17 Real-time volume graphics



Klaus Engel, Markus Hadwiger, Joe M. Kniss, Aaron E. Lefohn, Christof Rezk Salama, Daniel Weiskopf

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  [pdf\(7.63 MB\)](#) Additional Information: [full citation](#), [abstract](#)

The tremendous evolution of programmable graphics hardware has made high-quality real-time volume graphics a reality. In addition to the traditional application of rendering volume data in scientific visualization, the interest in applying these techniques for real-time rendering of atmospheric phenomena and participating media such as fire, smoke, and clouds is growing rapidly. This course covers both applications in scientific visualization, e.g., medical volume data, and real-time rendering, ...

18 Facial modeling and animation



Jörg Haber, Demetri Terzopoulos

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  [pdf\(18.15 MB\)](#) Additional Information: [full citation](#), [abstract](#)

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed in detail. We describe basic concepts of facial animation and present different approaches including parametric models, performance-, physics-, and learning-based methods. State-of-the-art techniques such as muscle-based facial animation, mass-s ...


19 Three-dimensional object recognition



Paul J. Besl, Ramesh C. Jain

March 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(7.76 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

A general-purpose computer vision system must be capable of recognizing three-dimensional (3-D) objects. This paper proposes a precise definition of the 3-D object recognition problem, discusses basic concepts associated with this problem, and reviews the relevant literature. Because range images (or depth maps) are often used as sensor input instead of intensity images, techniques for obtaining, processing, and characterizing range data are also surveyed.

20 Shape-based retrieval and analysis of 3D models



Thomas Funkhouser, Michael Kazhdan

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  [pdf\(12.56 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Large repositories of 3D data are rapidly becoming available in several fields, including mechanical CAD, molecular biology, and computer graphics. As the number of 3D models grows, there is an increasing need for computer algorithms to help people find the interesting ones and discover relationships between them. Unfortunately, traditional text-based search techniques are not always effective for 3D models, especially when queries are geometric in nature (e.g., find me objects that fit into thi ...

Results 1 - 20 of 200

Result page: [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [next](#)

The ACM Portal is published by the Association for Computing Machinery. Copyright © 2006 ACM, Inc.

[Terms of Usage](#) [Privacy Policy](#) [Code of Ethics](#) [Contact Us](#)

Useful downloads:  [Adobe Acrobat](#)  [QuickTime](#)  [Windows Media Player](#)  [Real Player](#)

[Home](#) | [Login](#) | [Logout](#) | [Access Information](#) | [Alerts](#) |

Welcome United States Patent and Trademark Office

[Search Session History](#)[BROWSE](#)[SEARCH](#)[IEEE XPLORE GUIDE](#)

Edit an existing query or
compose a new query in the
Search Query Display.

Fri, 14 Apr 2006, 3:51:25 PM EST

Search Query Display

Select a search number (#)
to:

- Add a query to the Search Query Display
- Combine search queries using AND, OR, or NOT
- Delete a search
- Run a search

Recent Search Queries

- #1 ((optimal pixel pattern and desired primitive and access memory)<in>metadata)
- #2 ((optimal pixel pattern<in>metadata) <and> (selecting shape <in>metadata))<and> (desired primitive<in>metadata)
- #3 ((picture drawing<in>metadata) <and> (predetermined pixel pattern<in>metadata))<and> (optimal pixel<in>metadata)

Indexed by
 Inspec*

[Help](#) [Contact Us](#) [Privacy &](#)

© Copyright 2006 IEEE --

Day : Friday
Date: 4/14/2006

Time: 14:39:05

 **PALM INTRANET**

Inventor Information for 09/630248

Inventor Name	City	State/Country
<u>OKA, MASA AKI</u>	KANAGAWA	JAPAN
<u>HIROI, TOSHIYUKI</u>	TOKYO	JAPAN

[Appln Info](#)[Contents](#)[Petition Info](#)[Atty/Agent Info](#)[Continuity Data](#)[Foreign Data](#)

Search Another: Application#

 [Search](#)

or Patent#

 [Search](#)PCT / / [Search](#)

or PG PUBS #

 [Search](#)

Attorney Docket #

 [Search](#)

Bar Code #

 [Search](#)

To go back use Back button on your browser toolbar.

Back to [PALM](#) | [ASSIGNMENT](#) | [OASIS](#) | [Home page](#)